



INSTRUCTION
BOOKLET

ocean

EmuMovies

ZED TWO
GAME SET UP GUIDE

NINTENDO⁶⁴



wetrix

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The Nintendo 64 Controller

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from it's neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press start while holding the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids on it or place any foreign objects into it.
Holding the Nintendo 64 Controller

Holding the Nintendo 64 Controller



While playing *Wetrix*, we recommend you use the hand positions shown on the left.



By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access A, B or C Buttons. Use your left index finger to operate the Z Button on the back of the controller and your right index finger to operate the R Button on the top.

Connecting the Nintendo 64 Controller

To play any of the one player game modes, you can connect a controller to any of the controller sockets located on the front panel of the Control Deck. For two player games, connect a second controller to any other socket. Note, you must have two controllers to play the 2 Player VS. Mode. Player 1 will use the controller connected to the lowest number socket. To change the connection during a game, switch the power to off, make any controller connection changes, then return the power to on to resume play.



Controllers

One controller must be plugged into controller port 1 in order to play Wetrix.

For a 1up v 2up two player game, controllers must be plugged into controller port 1 and controller port 2.

Controller Paks

A Controller Pak may be used to store Hi Score tables and Language and audio and controller configurations. The Controller Pak must be plugged into the controller in controller port 1 in order to save data. Data will be saved automatically.

Managing Controller Paks

To view or delete files on the Controller Pak, hold down the Start Button on the Wetrix Legal Screen.

Once Controller Pak management is over, select Exit to return to the Wetrix game.

Hi-Score files

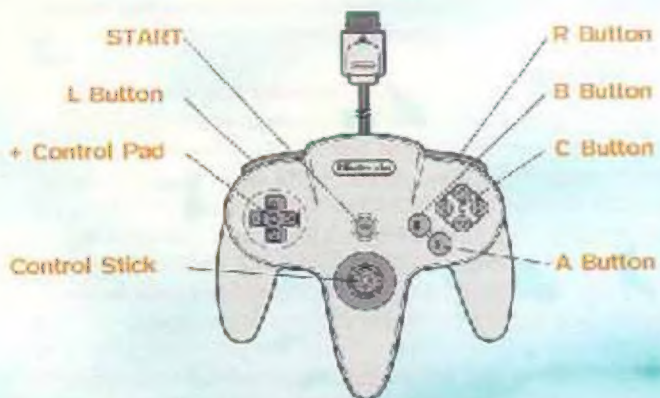


The top score in every Hi Score table has an Authentication Code which can be viewed from the Options menu. These codes can be used to prove Hi Scores are real when entering competitions or submitting scores to the Worldwide Wetrix Rankings.

If the Controller Pak has no Wetrix Hi-Score file on it then a new Hi-Score file will be saved when the game starts, provided there is space on the Controller Pak.

Otherwise the existing Hi-Score file will be loaded into memory. Wetrix updates the Hi-Score file automatically.

The Nintendo 64 Controller Call-outs



Back of Controller



Merging Hi-Scores files

To merge two different Hi-Score files, retaining only the highest scores from each hi-score table, carry out either of the following procedures:

1. Start Wetrix with the first Controller Pak in controller one. Once the game has started, remove this Controller Pak and replace it with the second Controller Pak. Select save scores from the options menu and the hi-scores in memory will be merged with those on the Controller Pak, and saved to the Controller Pak. To save this onto the first Controller Pak, remove the second Controller Pak and insert the first Controller Pak into controller one, and select save scores from the options menu again.
2. Start Wetrix with the first Controller Pak in controller one. Once the game has started, remove the first Controller Pak and insert the second Controller Pak into controller one. The next time a hi-score is earned it will be added to the hi-score table, and this table will then be merged with the one on the Controller Pak.

GAME CONTROLS

The control system in Wetrix is very simple: the player takes control of each Piece, individually, as it falls towards the Landscape.

The Movement Controls alter the position of the Piece as it falls, and the Rotate Button changes its orientation. The Drop Button increases the speed of the falling Piece to its maximum.

The Attack Button launches the currently available Attack at opposing players in the Multiplayer game, and launches Smart Bombs during the solo game.

There are four pre-set controller configurations in Wetrix. The default is Controller A, but this can be changed on the Options menu. Each of the four controller configurations shares the following button systems:

The **CONTROL PAD** or the **CONTROL STICK** moves each falling piece around the landscape.

The **YELLOW CAMERA BUTTONS** rotate the camera view during a game to allow a better view of the landscape.

The **RIGHT SHOULDER PAD BUTTON** cycles between three different zoom modes: close up, normal and long view.

The **START BUTTON** pauses the game, where there is an option to quit the current game, restart or continue. The landscape can be viewed and rotated whilst in pause mode.

The following buttons are different for each controller configuration:

Controller A

The **A BUTTON** is the Drop Button, this makes the current piece fall at full speed in all game modes except some Practice modes, where this button must be pressed to make the piece fall at all.

The **Q BUTTON** is the Rotate Button, this rotates the piece as it is falling.

The **Z TRIGGER BUTTON & LEFT SHOULDER PAD BUTTON** launch an attack in Multiplayer games, and sets off a Smart Bomb (if available) in solo games.



Controller B

The A BUTTON is the Rotate Button, this rotates the piece as it is falling.

The B BUTTON is the Drop Button, this makes the current piece fall at full speed in all game modes except some Practice modes, where this button must be pressed to make the piece fall at all.

The Z TRIGGER BUTTON & LEFT SHOULDER PAD BUTTON launch an attack in Multiplayer games, and sets off a Smart Bomb (if available) in solo games.

Controller C

The A BUTTON is the Drop Button, this makes the current piece fall at full speed in all game modes except some Practice modes, where this button must be pressed to make the piece fall at all.

The B BUTTON launches an attack in Multiplayer games, and sets off a Smart Bomb (if available) in solo games.

The Z TRIGGER BUTTON & LEFT SHOULDER PAD BUTTON are the Rotate Buttons, these rotates the piece as it is falling.

Controller D

The A BUTTON is the Rotate Button, this rotates the piece as it is falling.

The B BUTTON launches an attack in Multiplayer games, and sets off a Smart Bomb (if available) in solo games.

The Z TRIGGER BUTTON & LEFT SHOULDER PAD BUTTON are the Drop Buttons, these makes the current piece fall at full speed in all game modes except some Practice modes, where these buttons must be pressed to make the piece fall at all.



GAMEPLAY

Wetrix is a water based puzzle game played upon a floating Landscape. The player controls randomly shaped pieces as they drop onto the Landscape and must create walls and dams in order to trap the rain and water pieces. Water will drip and flow realistically once it hits the landscape. If any water falls over the edge it will be collected in the Drain (situated to the right of the landscape). Once the Drain fills up the game is over. It's as simple as that, but there are different pieces to cope with, different events which happen during a game, different strategies for different game types, and many tricks and secrets to master.



How To Play

The player has control of each Piece as it falls. Pieces may be rotated, if necessary, and, if a Piece is in place before it hits the land, the drop button will make it fall faster, thus increasing the points

scored and giving more time to trap flowing water.

The first few pieces to fall in every game will be red Uppers which raise the area of land they fall on. As the Landscape starts flat (except in some Handicap Modes) any Water which lands will flow off the edge and into the Drain, so the player's first task should be to use the Uppers to build some enclosed areas for the Water to fall in when it arrives. The player should build either one or two small enclosures or a single Wall around the perimeter of the whole Landscape.

Soon different types of Piece begin to fall. The Next Piece Indicator at the bottom right of the screen shows the type of Piece that is coming next - but not its shape. That will only be revealed once that Piece appears.



Once the Water Outbreak begins to kill, the player should immediately begin to find the land animal enclosures they have built, this way - when the Water spreads out of each enclosure - it will be safely contained within the enclosure. All the Water in any Lake will attempt to flow to the lowest point, so if there are any gaps in the Walls the Water will manage to flow out of the enclosure and over the gaps. As well as the gaps at the front of the Enclosures, any water lost in this way will be shown by Blue Leak indicator arrows around the Landscape.

The player should eventually plan to build a wall around the entire Landscape in time for the Rain Rain starts to fall soon into each pen and, unlike the Water Outbreak, can land anywhere.

Once the player has a lot of Lakes in place, the green Cowmoo Stones can be used to Make Walls to hold up smaller Lakes, or knock down Walls that have gotten too high.

Spore Spores and Raindrops will begin to fall.

The player can increase Water and reduce the Drain by removing the channels and the control of a deep Lake. The Rainfall will keep decreasing all the Water until it reaches the bottom, where it starts out the number and leaves Raindrops into the land as they will explode and damage the Landscape.

Handle the water effort to correct as you can buy that this will happen, and not only will they survive the Autumn, they will have a new bridge over the Water in the future. They should always be checked back over, making any Lakes up to protect the future's Water from steadily away.

Quartz can be used to build new Lakes within existing Lakes or repair damage caused by storms and monsters. You cannot not to build up too many Walls however, as this will make the Landscape unstable and cause an Earthquake. The Meter to the left of the screen will warn the player when this is about to happen. Storms and Earthquakes can be used to quickly destroy areas of land to reduce the Earthquake Meter.

All scores earned in the game are multiplied by the number of Lakes in the world. The number of Lakes is shown on the Lake Indicator at the top right of the screen.

If the player collects enough Water in the World a Rainbow will appear, and this will multiply all scores earned while it is on screen. If the player makes a Lake deep enough a further Bonus will appear and this will multiply all scores earned while it's in the Lake.

Money points are awarded for lots of different actions, and the bonus for each action appears at the bottom left of the screen. It will be multiplied by any power-up multipliers in action and will then fly up to the top left where it will be added to the player's Current Score.

As the game time progresses, the Level increases. Each time the Level goes up, the bottom of the Landscape changes and the scores at the end increase. The Moon carrier will also rise, and discounts on the items that are used, various other features may come into play. The current Level is shown on the Current Level indicator at the top right of the screen. The game will carry on until the Day is full, or any Christmas events are reached.

Game Menus

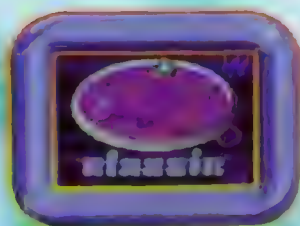
Once the local network becomes active, the network menu and company credits menu will appear after starting the game. The main menu will appear, returning any button during the company profile or rolling device will return to the main menu.

The main menu is in the form of a pond in the center of the screen, with seven leaves floating beneath the surface. Each of these leaves gives access to a different domain within Weira.

Select an icon by moving the control stick or crystal pad. Once selected an icon will fish up to the surface of the pond and float on the water, and the other pond will appear below the icon.

Press the A button to activate the currently selected icon and bring up a sub-menu. Use left and right to select options at the sub-menu, and press the A button to activate that option. Press the B button to return to the main menu.

In the main settings menu all the parts of the screen menu and the settings menu will appear. Each one will give you the ability to modify the game. The settings menu may appear beneath each button.



Game Types



Wetboy - Classic

This is also the game's most visually simple. It all keeps him in, keep him down and keep the game in play.

Select Wetboy to play a game of Wetrix Classic or view the Wetrix Classic Hi-Score table.

Wetrix Classic increases in level every two minutes or so, and when this happens the Landscape colour changes, the speed of the game increases, and new features may come into play. This will continue until the game reaches the maximum Level of 10, when the game is at full speed and all features are in play.



Bomblon - Pro

Bomblon likes the Blast. There's just too much like mad.

Select Bomblon to play a game of Wetrix Pro or view the Wetrix Pro Hi-Score table.

Wetrix Pro is the 'expert' version of the classic Wetrix game. The Landscape and background are coloured differently but the objective remains the same. Bomblon really hot in the mine and other level types are available.



Borsie - Practice

On a wire red path for century. It's just a game, keep the temperature warm.

Select Borsie to play one of the eight Wetrix Practice or enter Practice mode.

The Practice mode is a special version of the Wetrix game where the landscape is simplified, coloured to indicate its level, with no score or time

After showing out a target list, and seeing areas of land collected, target green pieces will not fall until the piece uses the Drop button.

Water Lessons are divided into eight levels, must be played in sequence. Each lesson has a target which is explained at the start. The screen can be split into two with the left playing on the right of the screen, showing how the lesson should be completed, and the pieces played on the left. Once the target has been reached the player will be told whether or not they passed the lesson.

As in Practice mode, pieces will not fall during the first lesson, but they will fall on their own during the later lessons.



Gummy Challenge

Get away from Jam Jaws, everyone shaking in their boots, with your water piece. Control on Gummy until the fishy words.

Learn how to keep eye of our special Jellyfish. **Challenges** are the Challenge Hi-Score table.

The following Challenges are available:

- **1 Minute Challenge**
- **5 Minute Challenge**
- **100 Piece Challenge**
- **500 Piece Challenge**
- **Reset Sequence A** - is when the player fall in a reset sequence.
- **Reset Sequence B** - is when the player starts at level 1 and the player falls in a reset sequence.



QB - Handicap

Everyone QB's around the others off back and forth. Definitely one to have around when Victory gets out of hand.

Select QB to begin one of our unique Handicap games or view the Handicap All-Score table.

The following Handicap Modes are available:

- **Raised Land A**
- **Raised Land B**
- **Ice Layer A**
- **Ice Layer B**
- **Random Land**
- **Random Hobus**
- **Half Full Drain**



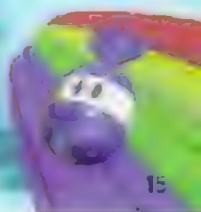
Derrick - Multiplay

Everyone's favourite robot ducky. Watch as Derrick and family swim the lengths of your carefully crafted lakes.

Select Derrick to begin a Victory two player match. This option will only be available if more than one controller is connected.

The top of our game is a simultaneous two-player 'head-to-head' version of Victory. Player 1 controls the left-hand screen with controller 1, and player two controls the non-head screen with controller 2.

Each player may attack the other player at certain times with various pieces or weapons. The player whose Drain fills first is the loser. The player who earned double the game, not the number of times each player has won is represented for that session.



In Map mode, each of the two game screens has an Energy Bar at the bottom portion of the screen with four icons representing Water, Ice, Quakes and Fire. Unlike in the normal game, accumulated water does not reduce the amount of water in the player's Drain system; it increases the amount of energy in the player's Energy Bar which is spent up to fight different icons on the Energy Bar. At any point in the game the player can use up their Energy to fire an attack based on the currently lit icon. The power of an Attack is indicated by the size of the icon.

There is also a special technique for stealing Energy from the opposing player's Energy Bar.

With music will not play in the Multiplayer mode. Important in the music setting in the options.



Spikes - Options

Walter Spike and he might just blow. He's the total tough guy, the baddest. Give him room and watch him go.

Press **Enter** to access the following options:

Save Score

Activating this option saves the current in Score Table, and the state of the other spike icons, to the Controller File. This option will not be available if there is an Controller File in memory. It. This option can be used to force change in save the current in score table.

Music volume

Select this option to change the volume of the in-game music from either Low, Normal, Loud or Off.



SFX volume

Select this option to control the volume of the in-game sound effects from either High, Normal, Low or Off.

Controller Configuration

Selecting this option reveals an Xbox controller icon with a letter in the bottom right corner. This letter represents which of the four controller configurations available has been selected: A, B, C or D. Select this option to change configuration.

Flags

The flag icon is used to change the standard language.

Score Codes

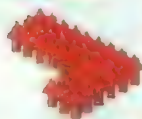
Select this option to display all PC Scores in the game with Achievement Codes next to them. These codes can be used to prove the scores are real when entering competitions or submitting scores to the Worldwide Vexxik Rankings.

GAME FEATURES

As much Vexxik appears to be a very simple game on the surface, there are lots of different features, many of which only come into play quite late in the game. Also, many of these features interact with the other features in unusual or subtle ways, resulting in a great number of tricks and behaviours to be discovered before the game can be mastered.

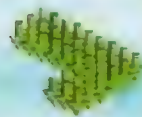
The primary features are the Powers that fall under the player's control and the Events that happen at certain points during the game. There are also several other important gameplay features which do not fit into these categories, but are still essential parts of the game.

Uppers



Uppers are red, upward-pointing arrows which raise the level of land wherever they fall. Each arrow in the Piece raises the Landscape's height by one unit at the point where it lands. Uppers will also repair any holes created by moves of Downers that they land on. The Upper only needs to land on one part of a hole to repair that hole completely. Land repaired by Uppers will not be raised by that Upper.

Downers



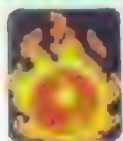
Downers are green, downward-pointing arrows, which lower the level of the land where they fall. All arrows in the Piece will lower the Landscape's height to the height at which the water arrow lands. This means that Downers have no effect on flat surfaces. Downers will also expand any holes in the Landscape that they land on. If any arrow in the Downer Piece lands on a hole, then every arrow in that Piece will create a hole where it lands. Downers will evaporate any water on the land they land on, although evaporation will earn the player no points and will not be removed from the Drain.

Water Bubbles



Water Bubbles place water in specific different shapes. When they reach the Drainage, each Water Bubble will move one of the water they released flows naturally across the landscape to the lowest point. If water reaches the edge of the Landscape, or any holes created by Downers or Downers, it will flow off into the Drain. If water flows off into the Drain, it will freeze immediately and earn the player one point, but it will not be removed from the Drain.

Fireballs



Fireballs fall as individual points and will evaporate any water they touch, and any water directly connected to that water, and will keep evaporating until they hit the landscape.

Any water evaporated in this way uses points, and is reduced from the amount of water in the Ocean.

If fireballs hit dry land they will explode, blowing away a section of the landscape without creating a hole.

If fireballs land on a frozen lake they will melt all the ice in that lake, turning it back to water, but the water will be evaporated.

Bombs



Bombs fall as individual points and will blow a hole in the landscape where they land, destroying all land in a cone shape from the point of impact.

Light shines through the hole and water that flows down this into the sea, just as it would flow over the edge of the landscape. Bombs always create a hole in the landscape no matter how high the part of the landscape they hit is. If a bomb is dropped down an existing hole it becomes a no bomb.

Mystery (Double & Multiple) Pieces



At a certain point in games, Mystery Pieces may begin to appear. These appear as the 'Next Piece' indicator as a question mark.

Once they appear they will usually be pieces containing two types of wood, usually both

Uppers and Downers, and as such can be very difficult to position.

EVENTS

At certain points during a game of *Vydra*, Events happen where features will come into play which affect the difficulty of the game, the scoring system, or just simply get in the player's way. Events may not be under the player's direct control, but can usually be influenced in some way.

Levels

The Level that the game is at defines the speed at which the pieces fall, the rate at which water is reduced from the Drain, the colour of the Landscape, the features in play and the value of all scores. With the exception of the Pro Mode and some Challenge Modes, all games start at Level 1. The clock next to the Level indicator shows how close the game is to the next 'Level Up'. All scores in the game are multiplied by the current Level, so on Level 3 scores are twice that on Level 2, and on Level 3 scores are half as much again as scores on Level 2 etc. Several other features and events only come into play once the game reaches a certain Level, so there are always surprises waiting during a long game of *Vydra*.

Rain Water

As well as the *Vydra* Game Pieces which fall under the player's control, small raindrops begin to fall automatically. These flow into the rest of the water, and can flow off the edge into the Drain. Each raindrop contains much less water than an individual *Vydra* Game Piece.

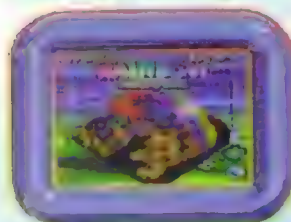


Ice Cubes



Ice Cubes begin to fall automatically after the game reaches Level 2, and will freeze any lake they land on for a short time. Once frozen, water cannot flow over the edge of the landscape or down a hole. Any water that falls directly onto ice will freeze instantly, and will thaw when the ice beneath it thaws. In the Multiplayer game Ice Attacks can be launched consisting of several Ice Cubes which can freeze all the water in the Landscape.

Rainbow Multiplier



A rainbow will appear over the Landscape when there is a sufficient volume of water in the world to generate one. While it is active, all scores earned will be multiplied by 10.

This effect is known as the Rainbow Multiplier. All the ice in

the world will not count toward a Rainbow until it melts back into water.

Re-Bomb



A Re-Bomb occurs if the player tries to avoid activating a Bomb Hole by dropping it near a hole created by a previous Bomb (or a Bomb that occurred with Disaster Weapons). However, three new Bombs are generated in random positions,

and these will completely within the player's control (ignoring their own holes). If one of these new Bombs happens to fall down an existing Bomb hole then another Re-Bomb will be generated (creating a further three holes, etc).

Earthquakes



Earthquakes occur when there is such a weight of land on the Landscape that it becomes unstable. The Earthquake Meter (situated at the left hand side of the screen) indicates the current level of stability.

This increases whenever the volume of land is increased, which happens whenever an Upper piece is dropped. Earthquakes are difficult to survive and can be avoided by keeping the volume of land low by using Downers, Bombs or Fireballs on dry land. The volume of water in the world does not contribute towards Earthquakes occurring.

Rubber Duckys



Rubber Duckys appear in deep lakes with one Ducky will appear in each lake which is above a certain depth. There is no limit to the number of Duckys that can exist, but there can only be one

Ducky per lake.

If the depth of a lake reduces below a certain level, or if that lake freezes, the Ducky will disappear. Whilst a Ducky is active all scores earned will be multiplied by the Rubber Duck Multiplier. If there is only one Ducky in the world then the multiplier will be 2; if there are two Duckys then this will be 4 and so on.

Mines



Mines appear in later levels and fall as single pieces onto the largest lakes in the world. Once they land they will float harmlessly around the lake for a short time, and eventually they will disappear. If the water in their lake is evaporated however, this will cause the mines to explode like a Bomb, creating a hole in the Landscape. If the water in the lake containing the mines drains

away, without being evaporated, the mines will come to rest on dry land, then either disappear or float again if the lake refills with water. If the lake containing a Mine is frozen, the mine will remain, frozen in the lake, until the lake unfreezes or the mine disappears.

Smart Bombs

Smart Bombs only appear in solo game modes, and are activated by pressing the Attack Button. When a Smart Bomb is activated all the water in the landscape is evaporated, the landscape is flattened, and all the water in the Drain is removed. Smart Bombs are earned when the player has a plus next to the Level Indicator when Level Up occurs. The number of Smart Bombs available is shown next to the Next Piece Indicator at the bottom right of the screen. A maximum of nine Smart Bombs can be earned in one game.

CREDITS

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ZED TWO Development Team

Designer & Lead Programmer	John Pickford
Design, Graphics & Documentation	Ste Pickford
Programming	Amir Latif David Gill Jan van Valburg

Further Details

Keep up to date with Zed Two's latest developments,
or get in touch with us, by visiting our website at
<http://www.zedtwo.com>



INFOGRAMES Production Team

Producer

Jon Dunn

Sound Effects & Speech

Keith Tinman

Localisation

Jim Murdoch

Quality Assurance

Jon Dale
Steve Aspinwall
Danny Bourn
Stuart Arrowsmith

Additional Credits

Music

Suddi Raval
Martin Goodall
of Creations Ltd.

Special Thanks

All those people at Creations who played and commented on the game in its early stages.

Steve 'Sick' Aspinwall for the rainbow.

INFOGRAMES Developer Support group for help and advice.

HELPLINE

Should you encounter problems with this game, either technical or concerning gameplay, then you can reach us by telephone, fax or email. For technical queries, please have your computer's specification (amount of RAM, processor type, etc.) to hand.

Tel: 0161 627 8060

Fax: 0161 627 8091

Email: help_line@infogames.co.uk



Distributed By



INFOGRAVES LIMITED
KINGDOM LIMITED

23 Castle Street, Castlefield,
Manchester M3 4SW, United Kingdom.
Telephone: +44 (0)161 827 8900.
Fax: +44 (0)161 827 8001.

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18 Broad Street, London
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